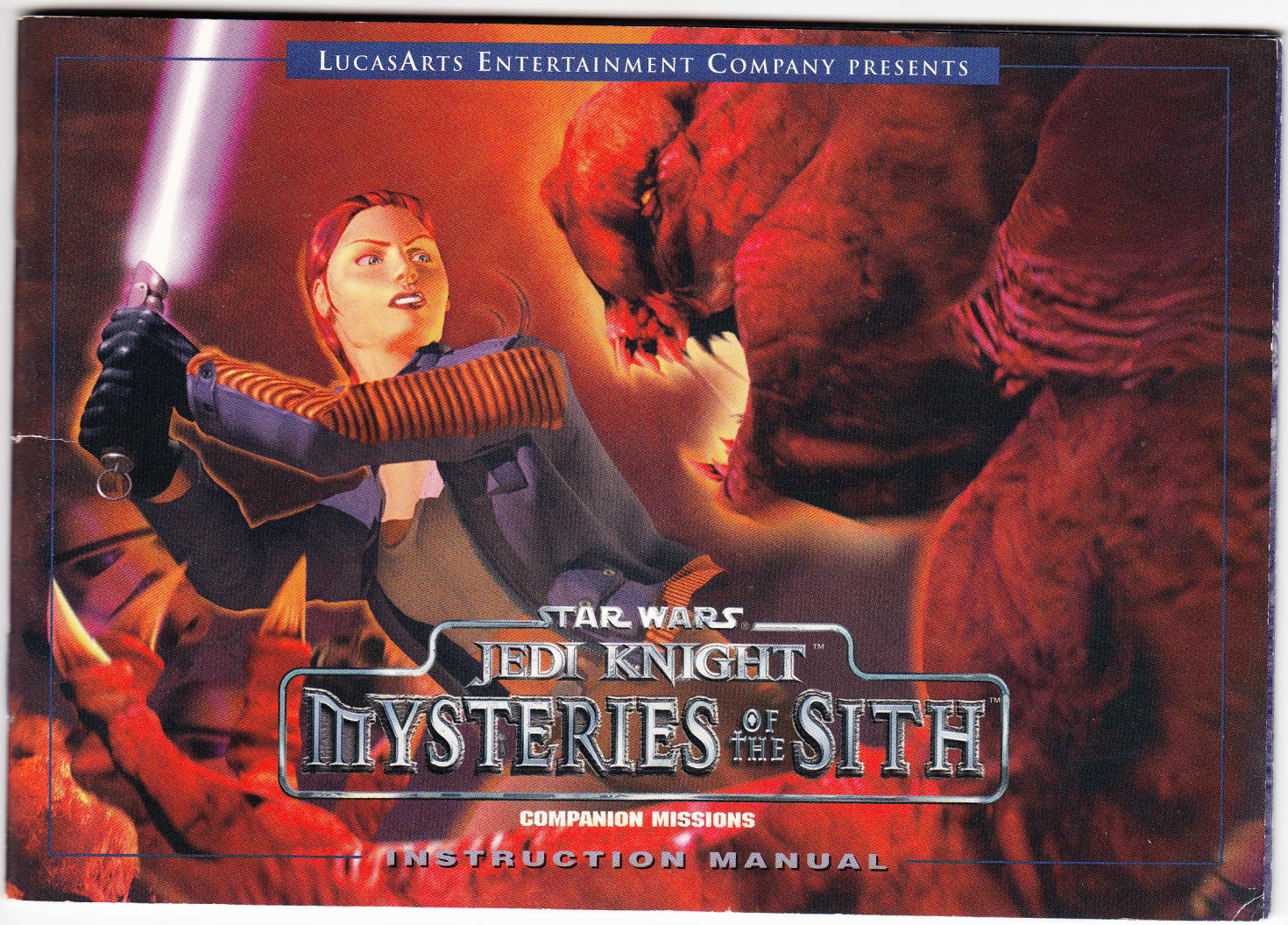

LucasArts Entertainment Company presents
STAR WARS
JEDI KNIGHT™
MYSTERIES OF THE SITH™
COMPANION MISSIONS
INSTRUCTION MANUAL




WELCOME
TO
THE SITH



TABLE OF CONTENTS

Backstory 3
Installation 4
If You Have Trouble Installing 5
Running the Game 5
Creating a New Player or
Selecting Existing Players 6
Save and Load Games 6
Adjusting for 3D Acceleration 6
Setup Gameplay 7
Setup Controls 7
New Game Controls 8
New Weapons Keyboard Controls . . . 8
Mysteries of the Sith Weapons 10
New or Adjusted Power-Up Items . . 12
Camera 13
Force Powers 13

Gaining Force Powers 13
Force Power Allocation Screen . . . 14
Force Abilities 14
Playing Tips and Strategies 17
Mysteries of the Sith Characters . . . 18
New Vehicles 21
Multiplayer Games 24
Multiplayer Limitations 24
Multiplayer Character Configurations 24
Creating a Multiplayer Character . 24
New Character 24
Choose Character 25
Edit Character 26
Load Character 26
Multiplayer Personalities 27
Multiplayer Episodes 27
Kill the Fool with the Ysalamiri . . . 27
Sith Multiplayer Duel 29
Sith Lightsaber Training 29
Host Configuration Screen 29
Hosting a Multiplayer Game 30
Joining a Multiplayer Game 31
Network Providers 31
Multiplayer Tally 32
Communication 33
Console Commands 33
Credits 34
How to Contact LucasArts 35
Software License and Limited Warranty 36



The Secret Temple of the Sith

Mysteries of the Sith is set in a period five years after Kyle Katarn's victory over the seven Dark Jedi he battled in Jedi Knight. Kyle's reputation as a skilled Jedi has attracted Mara Jade—former assassin, smuggler and Dark Jedi-in-training under Emperor Palpatine. Earlier in Mara's career, Luke Skywalker convinced her to abandon the dark side. Hoping to complete her Jedi apprenticeship, Mara joins Kyle on the remote outpost of Altyr 5. Her newly constructed purple lightsaber is earned as part of her Jedi training. Kyle discovers information about a previously unknown Sith temple and must travel there to investigate the mysterious forces it holds. During the game, you start out playing Kyle and then switch to Mara Jade when Kyle leaves on his mission. In Kyle's absence, Mara undertakes two missions on behalf of the New Republic: protection of a Holocron and negotiation with a notorious Hutt crime boss. Mara soon finds herself entangled in the sinister world of the ancient Sith, and must face a dramatic confrontation between good and evil.

ABOUT THIS MANUAL

Mysteries of the Sith, a companion to **Jedi Knight,** contains new levels, characters, weapons and features that do not appear in **Jedi Knight.** Some familiar **Jedi Knight** features have a new twist or work differently in **Mysteries of the Sith.** This manual covers only the new features or features that work differently from those in **Jedi Knight.** If a **Sith** game feature is not covered in this manual, it works like **Jedi Knight,** so consult your **Jedi Knight** manual for full details.

ABOUT MYSTERIES OF THE SITH

Though they are related, consider **Jedi Knight** and **Mysteries of the Sith** as two separate games. Because of software changes and enhancements, your **Jedi Knight** settings, saved players or games do not carry over to **Mysteries of the Sith. Mysteries of the Sith** settings, saved players or games do not work in **Jedi Knight.**

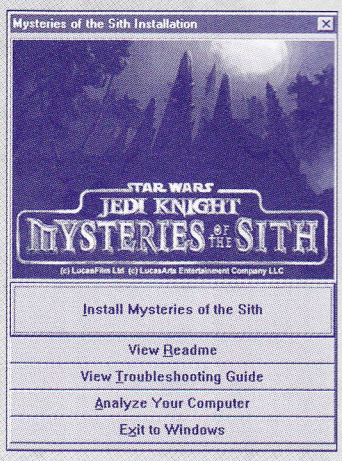
INSTALLATION

NOTE: You will need the **Jedi Knight** Disc 2 to play **Mysteries of the Sith** for the first time. **Jedi Knight** does not need to be installed on your system, however. If you are running short on hard drive space, you may wish to uninstall **Jedi Knight** to make room.

1 Close all open windows on your desktop and quit all other applications.

2 Put the **Sith** disc in your CD-ROM drive.

3 The **Mysteries of the Sith** Installation menu will appear. If Autoplay is disabled, and the game's Installer does not appear when you place the CD-ROM in the drive, then you'll need to open the Installer manually. To do this: Double-click the **My Computer** icon, then double-click the **CD-ROM** icon in the window that opens. Double-click the **Sith.exe** file to open the Installer.



Installer Screen

4 In the Installer, click the **Install Mysteries of the Sith** button. Follow the onscreen directions.

5 You will be asked to choose size of installation (Minimum, Standard and Complete). Minimum is not recommended for low-end machines, but select it if you are short on hard drive space. The load times will be very slow. Standard is recommended for most machines. The Complete install is recommended for low-end machines and will improve load times and overall performance.

6 Next, choose the destination for **Mysteries of the**

Sith installation. The default **Mysteries of the Sith** directory is: **C:\Program Files\LucasArts\MotS.** (The letter of your hard drive may be different.) If this is not what you want, specify a different drive and/or directory name. Click **Next**, then **Next** again to start copying files. **NOTE:** We recommend installing **Sith** to its own directory, not the **Jedi Knight** directory.

7 You'll be given the option to create a series of shortcuts. Creating a shortcut will make it easier for you to find the game and start it up. Click the checkboxes to deselect any shortcuts you don't want.

8 Setup will create a **Mysteries of the Sith** Program Folder for the program icons. Click **Next** to create a new folder or select an existing folder. You'll also have another opportunity to view the Readme.

9 If the game is successfully installed, you will see a Setup Complete screen.

10 If you do not have *DirectX* 5.0 installed on your machine, you will be prompted to do so. Insert **Jedi Knight** Disc 1, then click **Yes**. *DirectX* will install. You will be prompted to reinsert the *Sith* CD. Do so, then click **Yes**. See the **Jedi Knight** or **Sith** Troubleshooting Guides for more information on *DirectX*. **NOTE:** You may be prompted to insert your Windows 95 CD-ROM while installing *DirectX*. It's a good idea to analyze your system after installing *DirectX* to see if everything is in order.

11 Once *DirectX* is installed, insert the **Mysteries of the Sith** disc again, then you are ready to play.

If You Have Trouble Installing

If you are having trouble installing the game, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

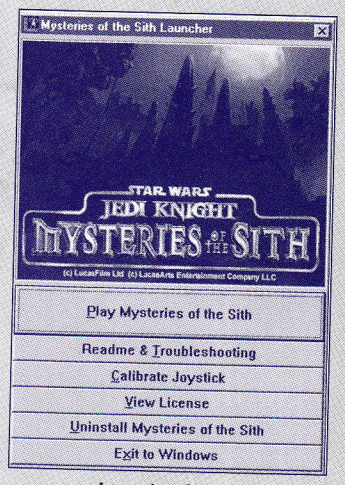
1 Open the Launcher.

2 From the Launcher, click **View Troubleshooting Guide**.

Running the Game

1 To run the game after installation, insert the **Mysteries of the Sith** disc into your CD-ROM drive. The game's Launcher will appear automatically if Autoplay is active. This Launcher appears whenever you insert your **Mysteries of the Sith** disc, when you double-click the CD-ROM icon, or when you select the **Mysteries of the Sith** shortcut from your Start menu.

2 If Autoplay is disabled, find the **Mysteries of the Sith** directory on your hard drive and double-click **Sith.exe** or double-click the **CD-ROM** icon, then double-click the



Launcher Screen

Sith.exe file, and select **Play Mysteries of the Sith** in the Launcher to play the game.

3 Click **Play Mysteries of the Sith** in the Launcher, which takes you to the opening cutscene and then to the New Player screen.

4 **NOTE:** If you are playing for the first time, you will be prompted to insert **Jedi Knight** Disc 2. Insert the **Jedi** disc, then press **ENTER**. You'll be prompted to insert the **Mysteries of the Sith** disc again. Do so, then click **OK**.

Creating a New Player or Selecting Existing Players

Create and select players in **Mysteries of the Sith** as you would in **Jedi Knight.** See the **Jedi Knight** manual for details. **NOTE:** Players created in **Jedi Knight** cannot be used in **Mysteries of the Sith,** or vice versa.

Save and Load Games

Save and load games in **Mysteries of the Sith** as you would in **Jedi Knight.** See the **Jedi Knight** manual for details. **NOTE:** Games created and saved in **Jedi Knight** cannot be played in **Mysteries of the Sith,** or vice versa.

Adjusting for 3D Acceleration

(For 3D Accelerator Card Owners)

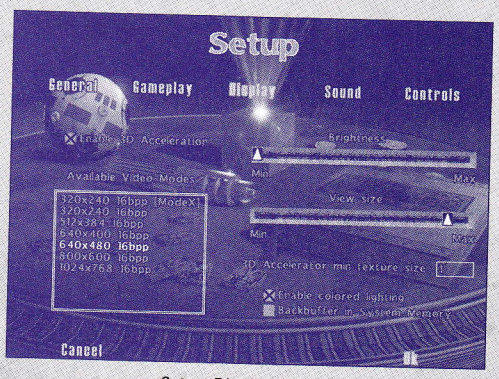
NOTE: If you are using 3D acceleration, **Mysteries of the Sith** has new colored lighting effect option in the Display screen that enhances lighting in the levels. Otherwise, adjust 3D acceleration as you would for **Jedi Knight**.

TO TURN THE COLORED LIGHTING EFFECT ON:

1 Select **Setup** from the Main Menu. (If you are already in the game, press **ESC** to get to the Setup screen.)

2 From within Setup, click **Display**. Click the **Enable 3D Acceleration** checkbox, then click the **Enable Colored Lighting** checkbox that appears. **NOTE:** Checking this box may adversely affect performance with certain video cards, and can reduce the frame rate. You may need to experiment by turning the effect on or off to see whether the option improves the look of the graphics without making the game run too slowly.

3 To experiment, enter the game to see its graphic quality and performance.



Setup Display Screen

4 If the graphics look poor or the game runs too slowly, return to the Display screen (Press **ESC**, then **Setup**, then **Display**) and uncheck the **Enable Colored Lighting** checkbox.

Setup Gameplay Screen

A checkbox has changed. The **Jedi Knight Keep Lightsaber** checkbox on the Setup Gameplay screen is now called **Keep Preferred Weapon** in **Sith.** When this checkbox is checked, you will not automatically mount any weapon you pick up if you are carrying your preferred weapon. Preferred weapons are the lightsaber when you are playing a single player game or the Jedi personality, rail detonator for the Soldier personality, carbonite gun for Bounty Hunter personality, or stormtrooper rifle/electroscope for the Scout personality in multiplayer games.

Setup Controls Screen

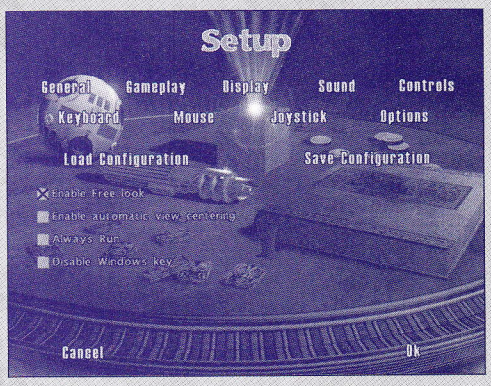
Mysteries of the Sith has a new option, the **Disable Windows Key** checkbox on the Options screen reached via the Controls screen. Click this checkbox if your keyboard has a Windows key and you want to disable it during gameplay so the game is not affected if you hit the key accidentally.

Setup Controls Keyboard Screen

At this screen in **Sith,** several new options appear in the list, including all the new Force powers. This allows you to assign hot keys to all the Force powers so you can use them more quickly.

Setup Controls Joystick Screen

In the Setup Controls Joystick screen, the **Map Directly to Axis Value** checkbox has been changed so you can adjust input device sensitivity more accurately than you could in **Jedi Knight.** In **Sith,** when you select the **Map Directly to Axis Value** checkbox, the sensitivity slider changes to a sensitivity text box with a decimal number. You can now type in values lower than one to make finer adjustments for devices like the Logitech WingMan Warrior. See the Troubleshooting Guide for additional joystick information.



Controls Options Screen

Setup Controls Options Load Configuration

Mysteries of the Sith has more controller configuration sets added to the list. Select your input device from the list.

NEW GAME CONTROLS

For the most part, **Mysteries of the Sith** has the same default keyboard, joystick and mouse controls as **Jedi Knight.** Controls that are new or have new uses are listed below.

X **Jump or Swim Up**

C **Crouch or Swim Down**

Use **X** and **C** keys to "swim" in areas where there is no gravity. Also use to zoom the electroscope in and out, scroll through video camera views, or move up and down when using Far Sight's "floating eye."

Spacebar **Activate/Use** Use to activate camera, and to turn off Far Sight Force power.

← or → OR 4 or 6 OR PgUp or PgDn

Use for aiming the repeating blaster cannon.

NEW WEAPONS KEYBOARD CONTROLS

1 Fists/Lightsaber Toggle

2 Bryar Pistol or BlasTech Pistol

3 Stormtrooper Rifle/Electroscope Toggle

4 Thermal Detonator/Flash Bomb Toggle

5 Bowcaster

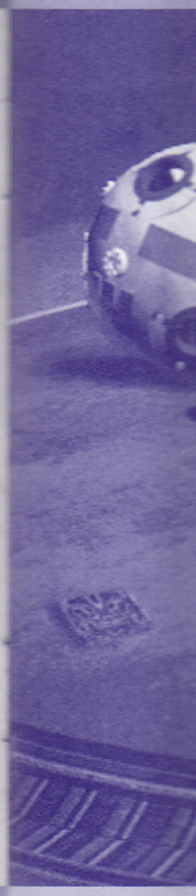
6 Imperial Repeater

7 Rail Detonator/Seeking Rail Detonator Toggle

8 Auto/Manual Sequencer Charge Toggle

9 Concussion Rifle

0 Carbonite Gun





Weapons, Characters and Vehicles

MYSTERIES OF THE SITH WEAPONS

Mysteries of the Sith has seven new weapons and some differences from **Jedi Knight** in the weapon key commands. See below for the updated arsenal.

Hand to Hand/Lightsaber (1 key)



Note that the lightsaber has moved from the **0** key to the **1** key. Press the **1** key to use fists for hand-to-hand fighting, press 1 again to use the lightsaber. Fists in primary mode (**CTRL** key) produce a slow, damaging hook, while the secondary mode (**Z** key) is a fast punch. The lightsaber works the same as it does in **Jedi Knight.** Saber autoblocking is slightly more effective when standing still than when moving or running. Saber blocking also works well when moving backwards.

Blaster (Bryar Pistol) or BlasTech DL-44 Pistol (2 key)



Bryar Pistol



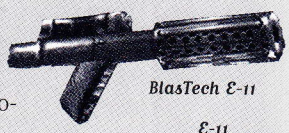
BlasTech DL-44 Pistol



Energy Cell

The Bryar pistol is Kyle's weapon, while Mara Jade uses the BlasTech DL-44 pistol. The Bryar pistol works as it did in **Jedi Knight.** For the BlasTech, hold down the secondary fire button (**Z** key) for a few seconds to release a number of shots at once, up to four shots.
BRYAR PISTOL AND BLASTECH AMMO: one energy unit per fire.

Stormtrooper Rifle/BlasTech E-11 Electroscope (3 key)



BlasTech E-11

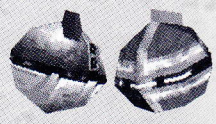


E-11 Electroscope

Energy Cell

Press the **3** key to switch to the stormtrooper rifle, then press **3** again to add the electroscope cross hairs. The stormtrooper rifle works as it does in **Jedi Knight.** Enhance the stormtrooper rifle with the scope's telescopic view so you can pick enemies off from long range. The electroscope's shots do three times more damage than the stormtrooper rifle and shots travel more quickly and accurately. The primary fire (**CTRL** key) fires a fast, heavy shot. The secondary fire (**Z** key) is a toggle between the two modes of operation (automatic and manual zoom). To zoom in/out manually, press secondary fire, then use the Jump (**X** key) and Crouch (**C** key) keys to zoom. Hit the primary fire key to shoot.
STORMTROOPER RIFLE AMMO: two energy cells per fire.
ELECTROSCOPE AMMO: four energy cells per fire.

Thermal Detonator/Flash Bomb (4 key)



Thermal Detonator *Flash Bomb*

Hit the **4** key once to use a thermal detonator, press **4** twice to use the flash bomb. Thermal detonators work as they do in **Jedi Knight.** Flash

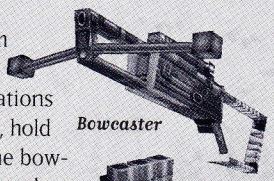
bombs blind enemies temporarily with a white flash of light. The severity of the blindness depends on how close the enemy is when the flash bomb explodes. Blindness clears up over time. The flash bomb's primary and secondary fires produce timed explosions.


Flash Bomb Belt


Thermal Detonator Belt

Bowcaster (5 key)

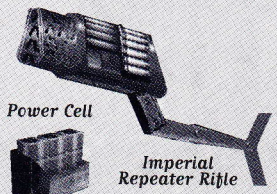
This crossbow-type weapon from **Jedi Knight** fires bolts in a lethal spray and is good for group situations in close quarters. In primary fire, hold down the fire button to charge the bowcaster to fire up to five bolts. Secondary fire shoots a magnetically-sealed bolt that bounces off walls and goes around corners.
AMMO: power cells.


Bowcaster


Power Cell

Imperial Repeater Rifle (6 key)

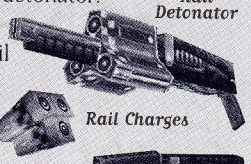
As in **Jedi Knight,** this rapid-fire rifle lets you fire all three barrels at once. The primary mode (**CTRL** key) delivers a rapid single burst, while the secondary mode (**Z** key) delivers a triple burst spread.
AMMO: power cells.


Power Cell

Imperial Repeater Rifle

Rail Detonator/Seeker Rail Detonator (7 key)

Hit the **7** key once to use the regular rail detonator. Press **7** again to use the seeker rail detonator. The rail detonator works as it does in **Jedi Knight.** The new seeker rail detonator acts as a homing missile. Press primary or secondary fire keys to make the seeker home in and explode on a target. If there is no target, seekers act like regular rail detonators.
SEEKER AMMO: seeking rail charges.
RAIL DETONATOR AMMO: rail charges.


Rail Detonator

Rail Charges


Seeker Rail Detonator


Seeker Charges

Auto Sequencer/Manual Sequencer (8 key)

Press **8** to use the automatic sequencer and press **8** again to use the manual sequencer. The automatic sequencer works as the sequencer charge does in **Jedi Knight.** New manual sequencers are bombs you can detonate at the press of a button. Charges look the same for both the automatic and manual sequencer, the difference is that the detonator button will appear in your player's hand for manual mode. Use primary fire (**CTRL** key) to place manual sequencer charges (up to ten of them), then press secondary fire (**Z** key) to explode them.


Manual Sequencer Detonator

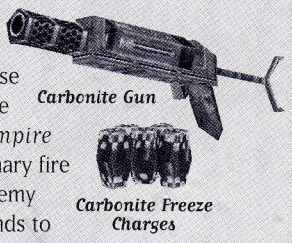

Auto or Manual Sequencer Charge

Concussion Rifle (9 key)



As in **Jedi Knight,** this weapon of the Trandoshan race fires compressed bullets of ionized air that explode in shock waves. Primary fires an explosive projectile (eight cells per fire) which is dangerous in close quarters. Secondary fires a shotgun-like projectile (four cells per fire) for safe use at close range.
AMMO: power cells.

Carbonite Gun (0 key)

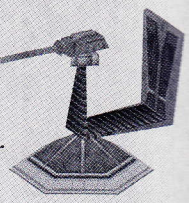


Use the carbonite gun to encase your enemies in carbonite, like Han Solo was frozen in *The Empire Strikes Back.* Hold down primary fire (**CTRL** key) to blanket your enemy with carbonite for a few seconds to freeze him. Then rush forward and whack him with the butt of your gun (**Z** key) to shatter him before he unfreezes. Or shatter the enemy with fists or the saber.
AMMO: carbonite freeze charges.

RMF-31 Repeating Blaster Cannon (activate with SPACEBAR)

The RMF-31 repeating blaster cannon is a stationary heavy firepower weapon found in certain levels. Press **SPACEBAR** to use it. (**TIP:** Look at base of gun, then activate.) You can sit on top of it and spin using the turning keys (**RIGHT ARROW** or **LEFT ARROW**, **4** or **6** keys) or the Pitch keys (**PAGE DOWN**, **PAGE UP** keys). Primary fire shoots slower four-shot clusters. Secondary fire produces rapid single shots.
AMMO: repeating blaster cannon clips.





New or Adjusted Power-Up Items



PRY BAR
Use this to pry open certain doors.

DROID ARM
Finding and using this helps complete a mission.



HOLOCRON
This holographic projection contains an important holographic library which must not fall into the wrong hands.



TUSKEN CLOTHES
You'll need this disguise at some point in the game.



GCT DEVICE
Once you grab the Global Communications Transponder (GCT) in a certain level, you have to make a quick escape.



MANA BOOST
These increase your Force energy by 50 points.

FORCE SURGE

Unlike **Jedi Knight, Mysteries of the Sith** has only one kind of Force Surge. It gives you unlimited Force energy for 20 seconds.



HEAVY EXPLOSIVE

Be careful where you place it!



SHIELD SUPERCHARGE

This glowing orange vest makes you invulnerable for 20 seconds rather than 30 seconds as it did in **Jedi Knight.**



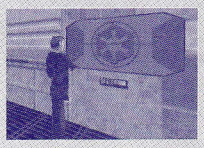
JAIL KEY

This common key opens jail cells throughout the galaxy.



Camera

Available in some single player and some multiplayer levels, the new camera feature allows you to view other areas via video monitors. Be careful, video cameras can be used by the enemy to spot your location. Your presence may trigger alarms if you are spotted. To use the cameras to spy on other rooms yourself, find a camera console located on the walls within various levels and press **SPACEBAR** to activate the camera. Your screen will turn into a full video monitor. You can cycle through the different camera views with the Left and Right Strafe keys (**A** and **D**), or Jump and Crouch (**X** and **C** keys) or with the mouse or joystick x-axis (turn left/right). To exit camera mode, press **SPACEBAR** again.



Camera Console

The video cameras themselves are located high on the walls in various levels. In single player games, you can shoot the video cameras to destroy them, but then you will not be able to monitor a room if you've blown out the camera there. In multiplayer games you cannot damage video cameras.

FORCE POWERS

Unlike **Jedi Knight,** Force powers are very important to the completion of many of the puzzles in **Sith.** You may need to use Force Pull to manipulate items. You may find yourself at the bottom of a valley with no apparent means of escape. Use Force Jump to find higher ground. If you are trapped, try Force Seeing. It may reveal a vanishing wall—and your way out. ***Use the Force!***

The moral choice associated with **Jedi Knight** Force powers has changed as well. Unlike **Jedi Knight, Sith** Force powers aren't divided into light side and dark side categories. Your actions determine your morality, not the powers you choose. As both Kyle and Mara, you play characters already established on the light path; you will not be able to change your course within **Mysteries of the Sith.** Be aware that you must remain true to the light side, however. Killing innocents will sap your Force energy.

Gaining Force Powers

At the beginning of single player games, you will have unassigned stars that you can assign when you finish the level. On some levels, a star you earn may be automatically

assigned to a power you will need at some point in the game. You will not be able to reassign these stars.

In single player mode, you gain more Force powers by earning more stars as you advance through the game levels and find secret areas. When you earn more stars, assign them to specific Force powers at the Force Power Allocation screen.

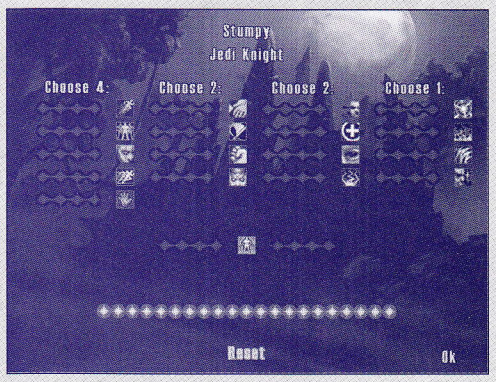
In multiplayer games non-Jedi personalities have pre-assigned Force powers that cannot be changed. Jedi personalities work like **Jedi Knight** multiplayer characters. See the Creating A Multiplayer Character section on page 24 for details.

Force Power Allocation Screen

The **Mysteries of the Sith** Force Power Allocation screen works somewhat differently than the Force Power Allocation screen in **Jedi Knight.** There is no morality scale or difference between dark and light powers as there are in **Jedi Knight;** all Force powers are considered neutral.

The Force powers are arranged differently than they were in **Jedi Knight.** Powers become available in a different order and there are additional powers to choose from. The powers on the left are considered the more basic utilitarian abilities, while the ones on the right are the most powerful destructive and protecting abilities.

At the Force Power Allocation screen, you are allowed to choose a certain number of Force abilities from each column. The limit is listed at the top of each column.



Force Power Allocation Screen

Choosing some abilities will block your access to some other abilities. As you advance in rank, the more powerful abilities on the right of the screen will highlight and become available to you.

Force Abilities

All the **Jedi Knight** Force powers except Force Throw and Lightning appear in **Mysteries of the Sith,** plus there are five new abilities including: Chain Lightning, Force Push, Force Projection, Far Sight, and Saber Throw.

Some Force powers can be used together, or you can use one Force power to negate a power an enemy uses against you. Experiment to see the range of Force abilities.



FORCE JUMP Many areas in the game would be inaccessible without this power. This power lets you leap unnaturally high. A quick tap of the F key produces the highest jump. Hold down the **F** key down to vary the height of the jump. In multiplayer games, try using Force Jump to escape from an enemy's Force Grip.



FORCE PROJECTION This power creates a false image of your player that can be used as a decoy to distract enemies. If you are lucky, the enemy will attack the decoy, not you. The player "double" remains stationary as you move your player and works best when placed on solid ground. If you use Projection on a life tube, for example, and the lift tube moves, the hologram doesn't move with it. More stars assigned to Force Projection increase the duration of the decoy.



FORCE SEEING When using either the overlay or 3D map, this power makes walls invisible so you can see the location of enemies and items. Your strength in the Force determines what you can see (weapons, items or other players in multiplayer games). Force Seeing allows you to see enemies made invisible by Persuasion, and protects you from Force Blinding. Try using this power with the electroscope to sharpen your view through the cross hairs.



FORCE SPEED This power makes you run like the wind. It also makes you harder to hit, especially in multiplayer games.



FORCE PUSH Use this Force power to push enemies into dangerous situations. Target an enemy with the reticle by holding down the Force power (**F**) key, then release to push him away. Position yourself carefully to push enemies over cliffs. The more stars assigned to this power, the stronger the push.



FORCE PULL This long-armed Force power grabs and brings items to you. Aim your reticle to disarm enemies and reach items in out-of-the-way places. Use it to activate switches beyond your grasp.



LIGHTSABER THROW This power gives you the ability to throw your lightsaber like a boomerang. The saber will fly from your hands, smite enemies, then return to your grasp. While holding your lightsaber, press the **F** key to hurl the weapon. The Force draws the saber back safely into your hands if you stand ready to catch it. You will always pull the saber back into your inventory, even if you move away from the saber and fail to catch it. If you position yourself to catch the saber as if flies back, it will relight itself. Extra stars allotted to this power reduce how much Force energy is used.



FORCE GRIP This grasping power lets you choke enemies from afar. Focus your reticle to grip enemies. Your enemies cannot move while being choked, but they can rotate direction and swing their sabers or shoot. If an enemy damages your health, leaves your line of sight or blinds you, he will be released from your grip.



FAR SIGHT Far Sight allows you to travel outside your character's body to safely explore around unknown corners or dangerous drop-offs. Press the Force power key (**F** key) to activate Far Sight, then maneuver using the movement keys. Use **X** and **C** keys to navigate up and down. Be careful, because your character will remain stationary and undefended while this power is active. Press **SPACEBAR** to snap back into your character, or wait for the power to wear off. Stars allotted to Far Sight increase its duration.



PERSUASION This old Jedi mind trick "persuades" your enemy that you are not there. You lose your invisibility as your Force energy drains.



HEALTH This power restores your health. Your number of assigned stars increases the amount of health you recover.



BLINDING This power blinds your enemy for a number of seconds. Use your reticle to aim it. Be careful, blinded enemies can remember your location or even hear your movements.



CHAIN LIGHTNING An advanced version of the **Jedi Knight** Lightning Bolts. Target an enemy with the reticle by holding down the Force power key (**F** key), then release to fire Chain Lightning. Depending upon how many stars assigned to this power, the lightning will arc forward from your target to other nearby enemies (up to four). Target the enemy farthest from you for best results.



ABSORB Absorb converts Force damage (Destruction, Grip, etc.) into additional Force energy. The Jedi can take the strength from attackers and use it to his own advantage.



DESTRUCTION Destruction fires a powerful blast of Force energy that causes Force damage. Blasts can be used to push enemies over cliffs or into walls. Pressing the Force Power key (**F**) fires one Destruction blast straight ahead and will affect multiple enemies if they are close together.



FORCE PROTECTION Turn it on and you will have a temporary Protection sphere rotating around you that will protect you from most weapons and Force attacks. Stars increase the duration.



DEADLY SIGHT Turn it on and anyone in your field of view will take continuous damage. Stars increase the power's duration.



FORCE DEFENSE A special immunity to Force attacks available only in multiplayer games. This ability is ideal if you are not yet familiar with the Force powers, allowing you to jump into games against more experienced players. Force Defense reduces the damage of Force attacks, depending upon how many stars you have assigned to it. Using Defense involves a tradeoff: it limits the numbers of active Force Powers you may choose, and requires two stars per level. You do not ever activate Force Defense; it is always on.

PLAYING TIPS AND STRATEGIES

- Begin practicing with your Force powers early. You will have to rely on them later in the game.
- Use the lightsaber. It's very powerful and can often get you into areas that other weapons can't.
- Don't forget that stealth and staying hidden may be preferable to a confrontation. Not all creatures are enemies; investigate before you shoot.
- Scout out unknown territory using Force Seeing or Far Sight and the electroscope.
- Know the map. Use Force Seeing with the map overlay to see enemies' locations.
- Assign hot keys to the Force powers you use to access them quickly. (Refer to the Jedi Knight manual's Customize Keyboard Default Settings section on page 14 to learn how to assign hot keys.)
- If you are inexperienced using Force powers in multiplayer gaming or new to multiplayer games in general, try playing lower ranked games or play personalities other than Jedi.
- Learn to use the secondary fire on the weapons that have it, especially the lightsaber. Consider remapping secondary fire to your second mouse button.
- Create a variety of multiplayer characters, so you have characters with the appropriate skills for every game situation.
- Figure out which Force powers multiplayer opponents have and develop a strategy to counter them.
- Try Force Pushing enemies into the carbon-freezing chamber multiplayer level, then use Force Pull to throw the switch and activate it.
- In most situations, it's a good idea not to shoot the cameras. If you break them, you can't use them later.
- Don't underestimate the trusty Bryar pistol or BlasTech. Their shots are very accurate and use less ammo than other weapons.



MYSTERIES OF THE SITH CHARACTERS

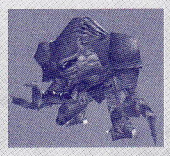
You'll encounter these characters and a few surprises along the way. Many characters from **Jedi Knight** also appear.



Kyle Katarn Hero Kyle Katarn has joined the fragile New Republic in the struggle against the remnants of the Empire. To aid in the cause, Kyle has traveled to a remote base in the Altyr system, accompanied by Mara Jade.



Mara Jade Little is known about Mara Jade's early life, only that Emperor Palpatine took in Mara as a young girl and trained her as his Force-sensitive assassin. After the Emperor's death, Mara was left without a protector and her Force skills languished. With time, Mara left the dark side and sought out Kyle Katarn in the hope that he might renew her Jedi training. If Mara ever completes the training, she could become one of the most formidable Jedi in history.



Rancor Takara the crime boss keeps this fearsome carnivorous beast as a pet. Victims unfortunate enough to find themselves in the rancor's dungeon lair usually meet an untimely demise.



Vornskr These nocturnal wolf creatures indigenous to Myrkr become active and vicious at night. With an unnatural hatred of Jedi, they have the special ability to seek out users of the Force. The vornskr's aptitude for guard duty has spread its species to numerous other planets.



Noghri Because of their reputation as expert killers, these ape-like warriors are often hired as bodyguards and assassins. Darth Vader once trained these creatures to act as his personal Death Commandos.



R5 Unit These astromech droids are similar to the R2 series of droids and specialize in starship maintenance and repair.



Rebel Soldier From the moisture farms of Tatooine to the marbled halls of Coruscant, Rebel soldiers hail from all walks of life, hoping to shore up the struggling New Republic in any way they can. Rebel soldiers will help you in battle.



Rebel Officer The experienced members of the fledging New Republic's officer corps are

highly dedicated to the struggle for freedom and will also help you in battle.



Rebel Commander This is the Rebel officer's commander.



Dianoga The dianoga is a water-dwelling scavenger with long tentacle arms for stinging and capturing prey.



Torture Droid The proper name is Imperial interrogator droid (ITO). An interrogator droid is a robot designed by the Imperial Security Bureau for use in questioning prisoners.



Assassin Droid These automated killing machines are programmed to hunt down and destroy specific targets. Some have broken their own programming or exist as deadly remnants of the past, following outdated orders issued long ago.



TIE Fighter Pilot TIE fighter pilots are among the Empire's most skilled combat pilots. Respected by Rebels and Imperials alike, TIE pilots are considered somewhat suicidal, since few emerge from combat alive.



Scout Trooper These lightly armored stormtroopers are usually assigned to Imperial garrisons. They wield light blasters and their duty is to scout and create maps of new terrain.



Swamp Wampa As New Republic territory expands, it becomes increasingly apparent that the creature known as the wampa populates several diverse worlds and climates.



Sith Jedi Statue Eternal guardians of the Sith temples, the statues are animated by trespassing beings, whose Force energy powers their stone bodies.



Dart Flower These semi-intelligent plants fire deadly darts to kill prey.



Abron Mar Takara's top lieutenant, this gangster enjoys quenching his thirst in the numerous local cantinas.



Ka' Pa the Hutt Unlike many in his family, Ka' Pa deals with the New Republic, but his criminal ties make him an untrustworthy ally.



Kaerobani The leader of the Lumini Pirates, Kaerobani fancies himself a dashing pirate king. He is a collector of rare and unique items, thinking that his extensive art collection distances him from the cutthroats he employs. (Available in multiplayer only.)

Pirate Raiders Kaerobani's pirate raiders are for-hire brigands, mainly castoffs from other smuggling operations.







Weequay Once Jabba the Hutt's enforcers, the Weequay are armed only with blasters and a brutish sense of duty to their current employers. Little is known about these silent, savage warriors. These somber sentries make even the strongest warrior think twice.



Ysalamiri The ysalamiri is a Force-negating arboreal creature that has the unique ability to push back the Force. It creates a 10-meter wide bubble where the Force does not exist. Listen for the ysalamiri's chirping sound in a level; his presence keeps you from using Force powers. Find the ysalamiri and chase him away to regain use of the Force.

Ithorian Renegade (Hammer Head) While most Ithorians are peace-loving, some have turned to bounty hunting as an alternate source of income.



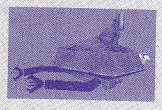


AT-AT Pilot The All Terrain Armored Transport or "walker" both carries Imperial troops and serves as an assault craft. The pilot is at a distinct disadvantage without his machine.

Civilians These unarmed civilians can get in your way in a fight. Harming them will drain your Force energy as a consequence of straying from the light side.







Construction Droid Primarily used for construction, these droids can become hostile if provoked.



Loading Droid Primarily used for loading cargo, loading droids' telescoping arms are dangerous offensive weapons.

Protocol Droid This protocol droid specializes in translating and interpreting languages.



NEW V



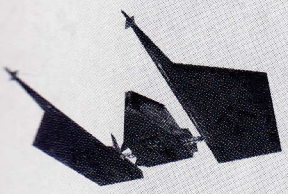
The Shri

Mara Jade'
manent loa
friend, Tal
ship itself
Incom Alph
never deve
open mark



Heavy Li

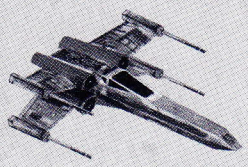
NEW VEHICLES



The Shrike
Mara Jade's ship is on permanent loan from her old friend, Talon Karrde. The ship itself is a modified Incom Alpha-52 prototype, never developed for the open market.



R-41 Starchaser
Widely used by pirates, the R-41 is Abron Mar's ship of choice.



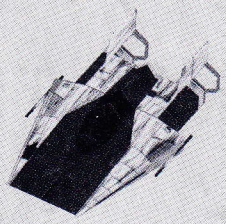
X-wing



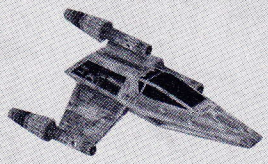
Nebulon-B Frigate



Interdictor Cruiser



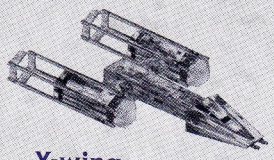
A-wing



T-wing



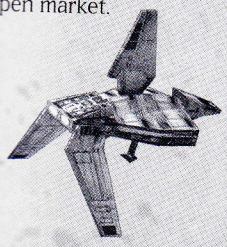
Assault Gunboat



Y-wing



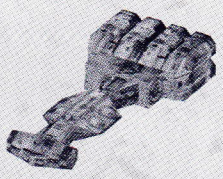
Z-95 Headhunter



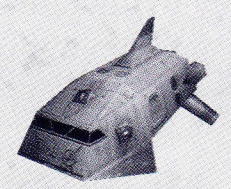
Heavy Lifter Shuttle



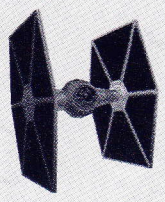
T-16 Skyhopper



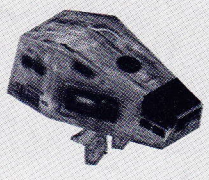
Heavy Corellian Corvette



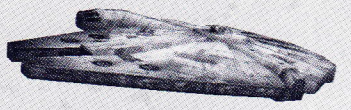
Gamma-class ATR-6 Assault Transport



TIE Fighter



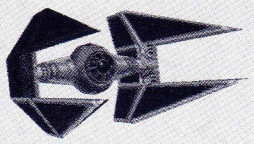
Utility Tug



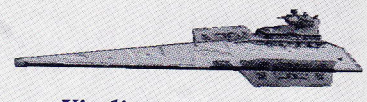
Corellian Transport



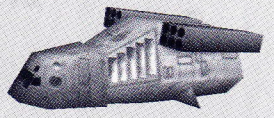
Lambda-class Imperial Shuttle



TIE Interceptor



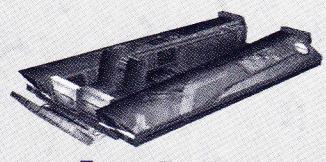
Vindicator Star Destroyer



Delta-class DX-9 Stormtrooper Transport



TIE Bomber



Troop Transport



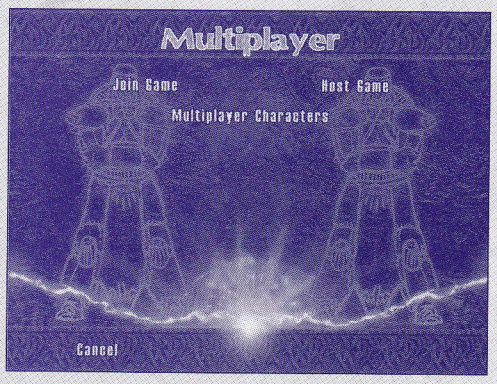
Dreadnaught



MULTIPLAYER GAMEPLAY

MULTIPLAYER GAMES

Mysteries of the Sith allows up to eight players to battle each other over Local Area Networks (LANs), or four players can play over the Internet. Games can be configured using LANs, the Internet, over modem connections, or using a serial port connection with a Null Modem cable. For multiplayer games, each player requires a **Mysteries of the Sith** CD.



Multiplayer Screen

Multiplayer Limitations

Mysteries of the Sith's multiplayer capability has been tested to be stable at the supported levels shown below, but the game can possibly accommodate more players. We recommend that you play at the following supported levels.

NUMBER OF PLAYERS SUPPORTED IN MULTIPLAYER GAMES

Service Provider/Type of Game	Supported
LAN/Sith Multiplayer Duel/KFY	8
Internet/Sith Multiplayer Duel/KFY	4

Multiplayer Character Configurations

When you first start **Mysteries of the Sith,** the game prompts you to create a player and to choose a difficulty. The name you enter at the New Character screen will be the name that is used to identify you in multiplayer games. To create a new player or remove an existing player, click **Players** on the Main Menu.

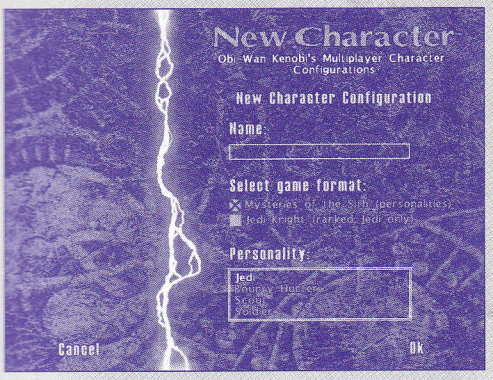
Creating A Multiplayer Character

From the Main Menu, click **Multiplayer** then click **Multiplayer Characters** at the following screen. If you have not previously created a multiplayer character, the New Character screen will open. If you have already created multiplayer characters, the Choose Character screen will appear.

NEW CHARACTER

The New Character screen is where you create multiplayer configurations for the player you selected/created when you launched **Mysteries of the Sith.** You can create many different configurations with different player models, Force powers, and lightsaber colors. The following options are available:

Name: Enter a name for your multiplayer character configuration. Note that this is not the name that will



New Character Screen

appear to you and others in multiplayer games, it is simply the name of the current configuration.

Game Format: Select either **Mysteries of the Sith (Personalities)** if you wish to play using multiplayer personalities or **Jedi Knight (Ranked Jedi Only)** if you want to play using the Jedi rank system with all players using the Jedi personality.

Personality: If you select **Mysteries of the Sith (Personalities)**, the Personality Selection list appears. This feature lets you create players that have distinct characteristics and Force powers. Choose the multiplayer personality you wish to play from the list. (See the Multiplayer Personalities section on page 27 for descriptions of each personality.)

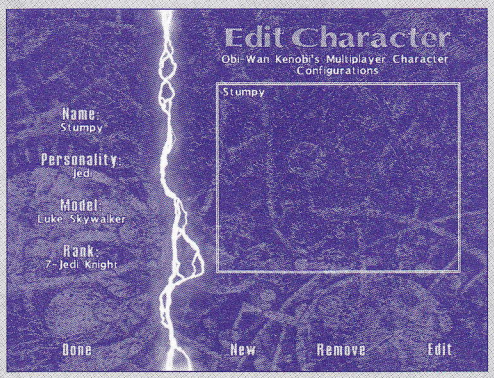
Rank: If you choose **Jedi Knight (Ranked Jedi Only)**, the rank selection will be displayed. Choose a rank from 0 (Uninitiated) to 8 (Jedi Master). A character's rank determines the range and strength of Force powers you will be able to choose from. You are allocated three Force stars for each rank for a possible total of 24 stars at Rank 8. Distribute your stars to Force powers on the Force Power Allocation screen. When hosting multiplayer games, you can limit games by rank to control Force power use.

Click **OK** to go to the Edit Character Screen or **Cancel** to return to the Multiplayer screen.

CHOOSE CHARACTER

Select a character to edit at this screen.

New: Click **New** to create a new character. **NOTE:** If you



Choose Character Screen

attempt to join a game with a character that does not meet the rank limit set by the game's host, you will be returned to the New Character screen where you can create one that does.

Remove: Highlight a character's name and click **Remove** to delete it from the list.

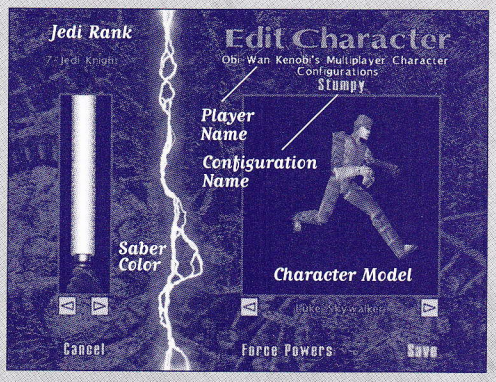
Edit: Highlight the character you wish to edit and click **OK**.

Done: Click **Done** when finished.

EDIT CHARACTER

Edit Saber Color: Click on the arrow buttons to change the saber's color.

Force Powers: Click here to go to the Force Power Allocation screen. (For more information, see the Force Power Allocation Screen section on page 14.)



Edit Character Screen

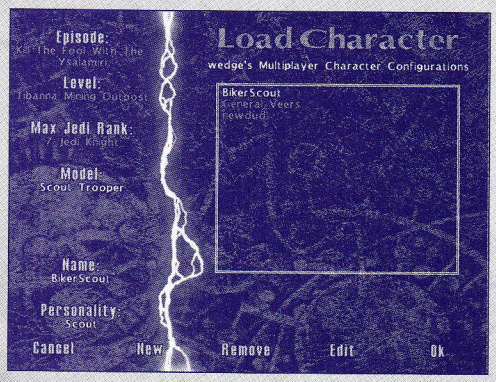
Model Selection: Use the arrow buttons to select a character model ("skin"). Different personalities have different sets of character models to choose from.

Save: Return to the previous Choose Character screen and save your changes.

Cancel: Click **Cancel** to return to the Choose Character screen without saving your changes.

LOAD CHARACTER

The Load Character screen displays a list of available characters, information about the game you are joining or hosting, and information about your currently selected character. Click **New** to create a new character, **Edit** to modify an existing character, **Remove** to delete a character, **Cancel** to return to the Main Menu, or **OK** to join the game.



Load Character Screen

Multiplayer Personalities

This new **Mysteries of the Sith** feature allows you to pick a personality for your character. Each personality has certain health and movement characteristics, starts with certain weapons and inventory, and is better suited for different fighting styles. Each personality has specific models you can select. For example: If you choose the Jedi personality, you can pick models like Kyle, Jerec, Darth Vader, or Luke Skywalker. If you pick the Soldier personality, you can choose to be a Stormtrooper, Rebel officer, or Rebel commando.

PERSONALITIES

Each personality is described below:

Jedi: The Jedi is the basic multiplayer personality and carries the lightsaber and Bryar pistol. He runs slightly slower than the Scout, but faster than the Bounty Hunter or Soldier. The Jedi personality can choose from all Force powers.

Bounty Hunter: The Bounty Hunter carries the carbonite gun, stormtrooper rifle and flash bombs and he's specially trained in Force Defense and Force Push. The shields for the Bounty Hunter begin at 125 units, but he can carry up to 225. He is slower than the Jedi and Scout but faster than the Soldier.

Scout: The Scout carries the Stormtrooper rifle with electroscope and sequencer charges. The Scout is also trained in the powers of Force Jump, Force Seeing, Force Persuasion, and Force Defense. The shields for the Scout begin at 75 units and have a maximum capacity of 150. Quick and stealthy, the Scout runs fast and hides from opponents while sniping from distant perches. When the Scout uses the electroscope, shots fire silently. The Scout is the fastest runner of all the personalities.

Soldier: The Soldier comes equipped with the rail detonator, Stormtrooper rifle, repeater, thermal detonators, and is trained to use Force Defense. While the Soldier is the slowest moving character of all the personalities, he is specifically suited for heavy weapons duty with an increased shield capacity of up to 250 units.

Multiplayer Episodes

There are three different game types called "episodes" that you can play: Kill the Fool with the Ysalamiri, Sith Multiplayer Duel and Sith Lightsaber Training. Each episode has several game levels. Select a multiplayer episode on the Host Configuration screen. See below for descriptions on each.

KILL THE FOOL WITH THE YSALAMIRI

The Kill the Fool with the Ysalamiri episode is a collection of levels specifically designed for playing Kill the Fool with the Ysalamiri **(KFY)**. The object of Kill the Fool with the Ysalamiri is to hold on to the ysalamiri for as long as possible. Whoever keeps the ysalamiri the longest wins.

Whoever holds the ysalamiri is protected from Force attacks, but he cannot use his Force abilities either. No Force powers will work if you are within the ysalamiri's 10-meter sphere.





Kill the Fool With the Ysalamiri

When you pick up the ysalamiri, a glowing red bubble will surround you to indicate to other players that you have the creature. (The 10-meter Force-negating range reaches beyond the red bubble, however.) A small icon will also appear in the upper right corner of your screen.

At the beginning of the game, the host cannot pick up the ysalamiri for 30 seconds, nor can clients. This is done to help reduce the host's advantage as the first player in the game so he can't pick up the ysalamiri before other players have a chance.

If you die while carrying the ysalamiri, it is up for grabs. If no one picks up the ysalamiri within 30 seconds, it will return to the starting point.

KFY Modes

There are two KFY modes to suit your mood, friendly and unfriendly.

Unfriendly Mode: In Unfriendly Mode you can kill any player at any time whether or not you have the ysalamiri. Leave the **Team Play/Friendly Mode** checkbox on the Host Configuration screen unchecked to enable Unfriendly Mode.

Friendly Mode: In Friendly Mode you can only hurt/kill the person with the ysalamiri or you can harm all other players if you carry the ysalamiri yourself. Check the **Team Play/ Friendly Mode** checkbox on the Host Configuration screen to enable Friendly Mode.

KFY SCORING

(Unfriendly Mode)

- Player gets 7 points for picking up the ysalamiri.
- Player gets 1 point every 3 seconds that he/she holds the ysalamiri.
- Player holding ysalamiri gets 1 point for killing another player.
- Player receives 3 points for killing the ysalamiri's carrier.
- Players lose 2 points for self kills.
- Player receives 1 point for killing players not carrying the ysalamiri.

(Friendly Mode)

- Player gets 7 points for picking up the ysalamiri.
- Player gets 1 point every 3 seconds that he/she holds the ysalamiri.

- Player holding ysalamiri gets 1 point for killing another player.
- Player receives 3 points for killing the ysalamiri's carrier.
- Players lose 2 points for self kills.

SITH MULTIPLAYER DUEL

The Sith Multiplayer Duel episode is a collection of levels designed as the ultimate battlegrounds to test your weaponry skills with friends and other players around the world. All levels have been liberally placed with weapons to enhance your game.

SITH LIGHTSABER TRAINING

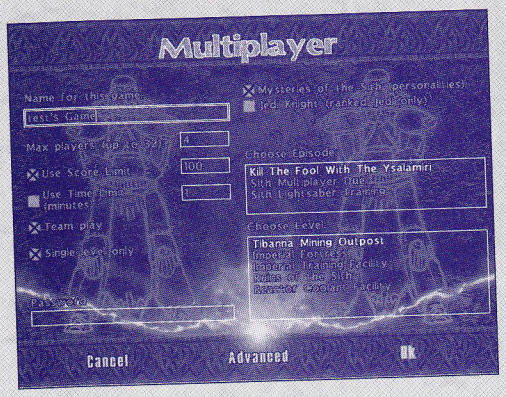
The Sith Lightsaber Training levels have been provided for those of you who want to play solely with the Jedi's primary weapon—the lightsaber. The levels can be played only with ranked Jedi, not personalities. Some of the Sith Multiplayer Duel levels have also been included in the Sith Lightsaber Training episode but have been tuned to maximize lightsaber-only action.

Host Configuration Screen

The Host Configuration screen is the place where the host decides the limitations and features of a game. The following options are available:

Name of the Game: The name can be a word or a combination of words, numbers and spaces.

Mysteries of the Sith (Personalities): Checking the checkbox will set the game to use **Mysteries of the Sith** multiplayer personalities.



Host Configuration Screen

Jedi Knight (Ranked Jedi Only): Checking the checkbox will set the game to use only the Jedi Knight personality and will also display the rank selector.

Rank: If you choose Jedi Knight (Ranked Jedi Only), the rank selection will be displayed. Choose a rank from 0 (Uninitiated) to 8 (Jedi Master). A character's rank determines the Force powers he will be able to choose from and the number of Force stars available to allocate to those powers. You are given three Force stars for each rank for a possible total of 24 stars at Rank 8. Distribute the stars on the Force Power Allocation screen.

Maximum Players: Up to eight players are supported on a LAN, four are supported over the Internet.

Score Limit: Up to 999 points. Game will end when score limit is reached.
Time Limit: Up to 999 minutes. Game will end when time limit is reached.
Team Play/Friendly Mode: When playing either the Sith Multiplayer Duel Episode or Sith Lightsaber Training Episode, check this checkbox to enable team play. The host computer automatically assigns players to two sides, red or gold. (For directions on joining the green or blue team, see the Console Commands section on page 33.) The first team to score the limit is the winner. When playing Mysteries of the Sith (Personalities), you will be assigned costumes (or models) that are specific to the personality you chose. For example, if you are playing as a Soldier and you are on the red team, you will wear a stormtrooper costume with a red shoulder pad. If you are playing as a Jedi on the gold team, you will wear the Kyle team skin with a gold stripe. When playing the KFY episode, checking this checkbox enables Friendly Mode. (See the KFY Modes section on page 28 for details.)
Single Level Only: Will limit play to one level when checked. If left unchecked, players move to the next level upon completion of the current level.
Password: Can be any word or combination of letters, numbers or spaces to allow hosts to limit players with a password.
Advanced Options: For advanced users setting up Internet games. Gives you the ability to change network Tick Rate. For more detailed information, see Playing Jedi Knight on the Internet on page 49 of the **Jedi Knight** manual.
Episode: Choose from Sith Multiplayer Duel, Kill the Fool with the Ysalamiri, or Sith Lightsaber Training episodes, the collections of related levels.
Level: Choose the level you would like to play based on the currently selected episode.

HOSTING A MULTIPLAYER GAME

NOTE: For more detailed instructions and tips on hosting and joining Internet games, please refer to the Playing Jedi Knight on the Internet section on page 49 of the **Jedi Knight** manual. To host a game:

1 Click **Multiplayer** from the Main Menu.
2 Click on **Multiplayer Characters**.
3 Create a character for the type of game you want to play.
4 Click **Done** at the Choose Character screen and you'll be returned to the Multiplayer screen.
5 Click **Host Game**.
6 Choose a protocol and click **OK** to go to the Host Configuration Screen.

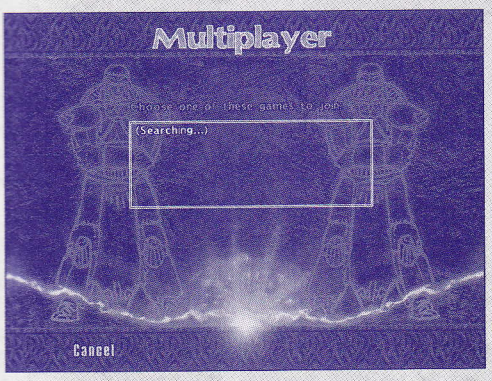
At The Host Configuration Screen

1 Type a name for the game.
2 Set the maximum number of players (the default is 4).
3 Set a time limit and score limit if you would like.
4 Select **Mysteries of the Sith (Personalities)** or **Jedi**

Knight (Ranked Jedi Only), depending on which mode you want to play.
5 If you chose **Jedi Knight (Ranked Jedi Only)** in step 4, then choose a rank for the game.
6 Select an episode.
7 Select a level.
8 Confirm that all settings are correct and click **OK**.
9 Choose the character configuration you created earlier at the Load Character screen and click **OK** to load the level.

Joining A Multiplayer Game

1 Click **Multiplayer** from the Main Menu.
2 Click **Join Game**.
3 Select a protocol and click **OK**.



Multiplayer Join Game Screen

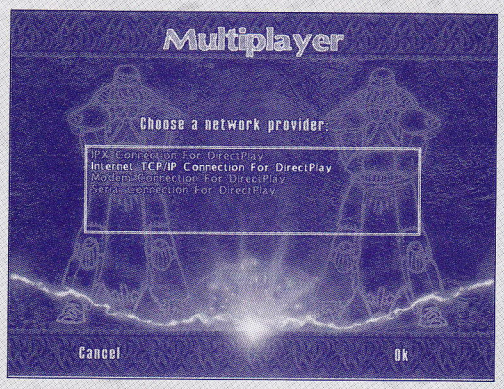
4 At the Locate Session dialog box click **OK** to search for games if playing TCP/IP. If playing IPX, Locate Sessions will show a list of games automatically.
5 Select the game you wish to join and click **OK**.
6 If you don't have any multiplayer character configurations that fit the game requirements, you will be taken to the New Character screen. If you have characters already created that meet the game requirements, you will be taken to the Load Character screen where you can either choose an existing character configuration or create a new one. Select the character configuration you want to use at the Load Character screen and click **OK** to join the game.

Network Providers

See below for explanations of the different network providers.

✦ **IPX:** No extra configuration is necessary for IPX play over a Local Area Network. Click **IPX Connection for DirectPlay** and click **OK**. Configure the game as instructed above in the Game Configuration section and click **OK** to host the game.

✦ **TCP/IP:** No extra configuration is necessary for TCP/IP games hosted over a LAN. Click **Internet TCP/IP Connection for DirectPlay** and click **OK**. Configure the game as below and click **OK** to host the game. Instruct joining players to leave the IP address blank and click **OK** to search for your game. For Internet play, joining players



Multiplayer Provider Screen

must enter the IP Address of the host computer. (See the **Jedi Knight** manual section Playing Jedi Knight over the Internet on page 49. This provides you with detailed information and instructions for playing on Microsoft's Internet Gaming Zone or setting up your own Internet game.)

✦ **Modem:** To host a game over a modem connection, first make sure your modem is connected correctly and turned on, then click **Modem Connection for DirectPlay**. Configure the game as described below and click **OK**. Choose your multiplayer character as instructed above and click **OK**. Then select the connected modem in the Windows modem box and click **Answer**. An answer box will open, indicating that the computer is waiting for another modem to connect.

✦ **Direct Serial:** To play a head-to-head game between two computers over a Direct Serial connection, you need a NULL Modem cable (or serial cable with a NULL Modem adapter) connected to a free serial port on the back of both computers. Be sure to confirm the COM Port before starting the game. See the **Jedi Knight** Readme, Troubleshooting Guide and the Technical Support section of the LucasArts Web site (**www.lucasarts.com/support**) for more detailed technical information. Once the connection is set up, click **Direct Serial Connection for DirectPlay** then click **OK**. We recommend that you use the default configuration for Baud Rate, Stop Bits, Parity, and Flow. Click **OK** to start the game. **NOTE:** A connection between two computers using a parallel or standard serial cable (without a NULL Modem adapter) will NOT work.

Multiplayer Tally

The tilde, or ~ key brings up a Multiplayer Tally which can cycle through displays of team scores and multiplayer scores. In Team games, team colors will display in an icon next to each player's name. In Kill the Fool with the Ysalamiri games, a red icon will appear next to the players name that currently holds the ysalamiri.

When the game ends by score or time limit, or if you leave a game, the End Game Tally screen will appear

which lists information about the game including score, deaths, and self kills.

COMMUNICATION

Mysteries of the Sith has more features for communicating with other players in multiplayer games. You can send typed messages to everyone in the game, to a specific team or to a specific player. You can also send pre-recorded .WAV files to taunt your enemies. See the Readme for details on the .WAV feature.

Communicating with All Players

The **T** key brings up Talk mode while in the game. Type a message to send to all players and press **ENTER**. The message displays at the top of everyone's screen.

Communicating with Teammates

To send a message to everyone on a specific team, press **T**, then precede the message with one of the following letters followed by a colon:

R = Red team **G** = Gold team
B = Blue team **N** = Green team

Example: "R:Run for cover!" sends the message "Run for cover!" to everyone on the red team.

Communicating with Individual Players

To send a message to a particular player, press **T**, then precede the message with that player's onscreen name (or at least enough letters to uniquely identify the player using at least two or more characters), followed by a colon.

Example: "Stu:Meet me in the reactor!" sends the message "Meet me in the reactor!" to every player whose name contains "stu." This would include players named "Stumpy," "Stu," or "Beefstu."

Message Shortcuts

Up to 10 shortcuts can be defined to send commonly used messages. To define a shortcut, type the shortcut number (from 0 to 9), followed by an equal sign, followed by the message you wish to assign to the shortcut.

Example: "4=Ha, ha, I killed you!" assigns the message "Ha, ha, I killed you!" to shortcut 4.

To send a shortcut message, press **T**, then enter the shortcut number by itself as a message.

Example: "4" sends the message assigned to shortcut 4.

COMBINING SHORTCUTS

You can also combine shortcuts with team/individual message strings.

Example: "R:0" sends the message assigned to shortcut 0 to everyone on the red team.

Example: "Sithy:9" sends the message assigned to shortcut 9 to everyone whose name contains "Sithy."

Console Commands

Console commands are advanced options that provide hosts and players with control over network and game

play options from within the game. To access the console, press the **T** key then **TAB**. At the console prompt, type one of the following commands to perform that action:

Team x: To switch to a different team while in a multiplayer team game, type **Team x** at the Console where **x** is the number of the team you want to join. Team 1 is Red, Team 2 is Gold, Team 3 is Blue, and Team 4 is Green. Only Team 1 and 2 are automatically assigned when entering a team game.

Endlevel: The endlevel command enables the game server to move on to the next level if the Single Level Only option on the Host Configuration screen is unchecked. If the Single Level Only option is checked, entering **endlevel** at the console will simply end the game.

Kick or Boot: Using the "kick" or "boot" command allows the host to kick a player out of the game.

Example: Typing either **kick Sithy** or **boot Sithy** will remove player named "Sithy" from the game.

CREDITS

PROJECT LEADER AND DESIGNER
Stephen R. Shaw

PRODUCTION MANAGER
Llesllé Aclaro

PRODUCTION COORDINATOR
Linda Villalobos Grisanti

ADDITIONAL DESIGN
Ryan Kaufman
Kevin Schmitt

LEAD PROGRAMMER
Aaron Giles

PROGRAMMERS
Richard Fife
Yves Borckmans
Ray Gresko

ADDITIONAL PROGRAMMING
Stephen Ash
Yuan Wang
Amit Shalev

INSANE VIDEO COMPRESSION
Vince Lee

LEAD LEVEL DESIGNER
Kevin Schmitt

LEVEL DESIGNERS
Duncan Brown
Stephen Hwang
Ryan Kaufman
Chris Klie
Tim Longo
Chris McGee
Donald Sielke
Jacob Stephens
Trey Turner

KFY LEVEL DESIGN
Serge Debroeyer

TEXTURES
Chris Hockabout
Buddy Hannon

ART TECHNICIAN
Anthony Chiang

LEVEL TECHNICIAN AND OBJECT PLACEMENT
Jeffrey "Pinecone" Kung

3D OBJECTS AND ANIMATION
Dan Colon, Jr.
Christina Napier
Jim Rice
Leonard Robel
Clint Young

INSTALLER/LAUNCHER
Darren Johnson

Sound Production

SOUND DESIGN
Larry the O
David Levison

MUSIC EDITING
Peter McConnell

VOICE PROCESSING
Clint Bajakian

MUSIC COMPOSITION
John Williams

Voice Production

VOICE DIRECTOR/PRODUCER
Darragh O'Farrell

SENIOR VOICE EDITOR
Khris Brown

ASSISTANT VOICE EDITORS
Coya Elliott
Cindy Wong

Quality Assurance

MANAGER
Mark Cartwright

SUPERVISOR
Dan Connors

LEAD TESTER
Geoff Jones

ASSISTANT LEAD MULTIPLAYER TESTER
Tim Miller

ASSISTANT LEAD SINGLE PLAYER TESTER
John Hannon

LEAD INTERNATIONAL TESTER
Matthew Azeveda

TESTERS
John Buzolich
John Castillo
Joseph Chiang
Michael Dillon
Dana Fong
Brent Jay Andaya Jalipa II
John Kathrein
Corey Navage
Alex Neuse
Jeff Sanders
Christopher John Snyder
Todd Stritter
Lee Susen
Scott Tingley
Aaron Young
Paul Zabierek

BURNING GODDESS
Wendy "Cupcake" Kaplan

BURNING ASSISTANT
Kellie "Twinky" Walker

Compatibility Testing

SENIOR COMPATIBILITY TECHNICIAN
Chip Hinnenberg

LEAD NETWORK COMPATIBILITY
Doyle Gilstrap

TECHNICAL WRITING
Lynn Selk

COMPATIBILITY TECHNICIANS
Jim Davison
Kevin Von Aspern
Dan Mihoerck
Jason Lauborough
Charlie W. Smith

PRODUCT SUPPORT MANAGER
Dan Gossett

PRODUCT SUPPORT SUPERVISOR
Dave Harris

Documentation

MANUAL
Mollie Boero
Tim Miller

MANUAL DESIGN
Patty Hill

PACKAGE DESIGN
Soo Hoo Design

PACKAGE ART
Cory Allemeier
Clint Young

A VERY SPECIAL THANKS
George Lucas

HOW TO CONTACT LUCASARTS

LucasArts has set up a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

Hint Line

U. S. If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents' permission to call. The number is **1-900-740-JEDI** (**1-900-740-5334**). The option to speak with a live Hint Operator is also available from this number. (Average call length is three minutes.)

Canada Our Hint Line is also available to our Canadian customers. This service costs $1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents' permission to call. The number is **1-900-677-JEDI** (**1-900-677-5334**). (Average call length is three minutes.)

Where To Find Us Online

Visit the LucasArts Web site at **www.lucasarts.com/support**. You can reach us through the Technical Support section of the LucasArts Web site. From there, you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

YODA'S HELP DESK

We are proud to feature Yoda's Help Desk, a self-help knowledge base, which is available in the Technical Support section of the LucasArts web site at **www.lucasarts.com/support**. Yoda's Help Desk offers interactive solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week.

TECHNICAL SUPPORT PHONE NUMBER

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

If you need technical assistance, please don't hesitate to contact us after reading the Troubleshooting Guide and the Readme file. For your convenience, if you cannot get through to a representative by phone and you have access to a fax machine or any of our online areas, please consider contacting us through one of these alternate means.

When contacting us, please be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including: your sound card, CD-ROM drive, amount of RAM present, speed and manufacturer of your processor, and the specific type of modem that you are using (for questions involving multiplayer gaming). Also, make sure to include the title and version of the game, and a detailed description of the problem.

You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday-Thursday from 8:30 am - 5:30 pm and on Friday from 8:30 am - 4:30 pm (Pacific Standard Time).

TECHNICAL SUPPORT FAX NUMBER

For your convenience, we also offer the option of faxing us with your technical questions at: **1-415-507-0300**.

When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA 94912 Attn.: Product Support

LucasArts Company Store

Visit the LucasArts Company Store at **www.lucasarts.com**. The Company Store offers the complete line of LucasArts games, hint books and logo gear. Reach us by mail at: LucasArts Company Store, P.O. Box 1567, Orem, UT 84059-1567

SOFTWARE LICENSE AND LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE, DELETE THE SOFTWARE AND ALL RELATED FILES FROM YOUR COMPUTER, AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR REFUND OF THE AMOUNT YOU PAID.

The software, artwork, music, and other components included in this computer program (the "Software") are the copyrighted property of

LucasArts Entertainment Company LLC and its licensors (collectively referred to as "LEC"). The Software is licensed (not sold) to you, and LEC owns all copyright, trade secret, patent and other proprietary rights in the Software. You may use the Software on a single computer. You may not: (1) copy (other than once for back-up purposes), distribute, rent, lease or sublicense all or any portion of the Software; (2) modify or prepare derivative works of the Software; (3) transmit the Software over a network, by telephone, or electronically using any means, except in the course of your network multiplayer play of the Software; or (4) reverse engineer, decompile or disassemble the Software. You may transfer the Software, but only if the recipient agrees to accept the terms and conditions of this Agreement.

If you transfer the Software, you must transfer all components and documentation and erase any copies residing on computer equipment. Your license is automatically terminated if you transfer the Software.

LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media supplied as part of this product proves to be defective, and provided that the consumer purchaser returns the media to LEC in accordance with the instructions in this paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) if the media proves to be defective after the expiration of the ninety (90) day warranty period, LEC will replace the defective media for a fee of $5.00 per Compact Disc. To obtain a replacement CD, please return the CD only, postage prepaid, to LEC, at the address below, accompanied by proof of date of purchase, a description of the defect, and your name and return address.

To replace defective media after expiration of the warranty period, send the CD only, postage prepaid, to LEC at the address below, enclosing proof of purchase, a description of the defect, your name and return address, and a check for $5.00 per Compact Disc. LEC will mail a replacement to you.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LEC EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LEC DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, OR THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE SHALL LEC, OR ITS DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC HAS BEEN ADVISED OF THE POSSIBILITY OF ANY SUCH DAMAGES OR LOSS, AND EVEN IF LEC OR AN LEC AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THIS PRODUCT.

Rules Governing New Levels: "New Levels" are data that modify, add to, or substitute for data in the Software, thus modifying, adding to, or replacing levels provided by LEC in the Software. New Levels may be permitted by LEC, in its sole discretion, on the following conditions. You agree that the following conditions apply to your creation of any New Levels:

1 New Levels must work only with the retail version of the Software, and may not work with any demo or OEM versions of the Software.

2 New Levels may not modify any COM, EXE, DLL or other executable files.

3 New Levels must not contain any illegal, scandalous, illicit, defamatory, libelous, or objectionable material (as may be determined by LEC in its sole discretion), or any material that infringes any trademarks, copyrights, protected works, publicity, proprietary, or other rights of any third party or of LEC.

4 New Levels may not include any LEC sound effects or music files or portions thereof.

5 New Levels must identify in every description file, on-line description, read-me, and in comments in the New Level code: (a) the name, address, and e-mail address of the level's creators, and (b) the following disclaimer: "THIS LEVEL IS NOT MADE, DISTRIBUTED, OR SUPPORTED BY LUCASARTS ENTERTAINMENT COMPANY. ELEMENTS TM & (C) LUCASARTS ENTERTAINMENT COMPANY."

6 New Levels may not be sold, bartered, or distributed with any other product for which any charge is made (other than incidental charges for time spent on-line), but rather must be distributed free of charge.

7 By distributing or permitting the distribution of any New Levels, all creators or owners of any trademark, copyright, or other right, title or interest therein grant to LEC an irrevocable, perpetual, royalty-free, sublicensable right to distribute the New Level by any means (whether now known or hereafter invented), and to create and distribute by any means (whether now known or hereafter invented) derivative works thereof, and to charge for the distribution of such New Level or such derivative work, with no obligation to account to any creators or owners of the New Level in any manner.

© Lucasfilm Ltd. & TM or ® as indicated. © LucasArts Entertainment Company LLC. All rights reserved. Used under authorization.

This is a work of fiction. All of the characters and events portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LUCASARTS ENTERTAINMENT COMPANY LLC
P.O. Box 10307
San Rafael, California 94912

PROOF OF PURCHASE
Mysteries of the Sith
0-23272-71018-7

MUSIC CREDITS

All music composed and conducted by John Williams

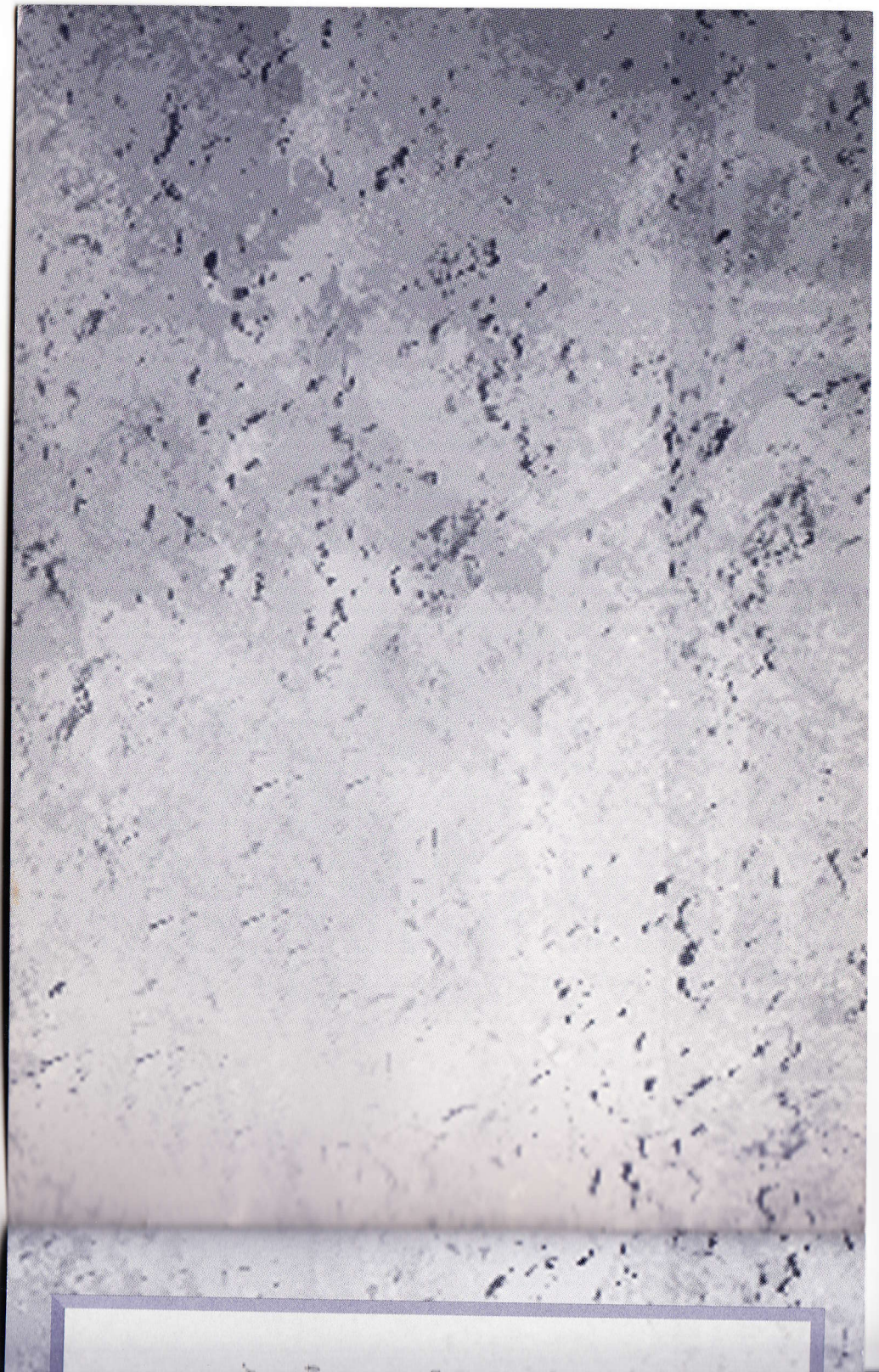
From the "Star Wars Original Motion Picture Soundtrack" © 1977
Imperial Attack

From the "Return of the Jedi Original Motion Picture Soundtrack" © 1983
The Emperor

From "Star Wars: A New Hope Special Edition" CD © 1997
Binary Sunset
The Death Star/The Stormtroopers

From "Return of the Jedi Special Edition" CD © 1997
Jabba's Baroque Recital

From "The Star Wars Trilogy Original Soundtrack Anthology" © 1993
Princess Appears
Mousebot Blast Off
Inner City
Rescue Princess
Walls Converge
Last Battle
Luke's Escape
Betrayal at Bespin
Rebels Escape
Asteroid Field
Training Jedi
Lando's Palace
Hyperspace
Han Returns
Main Title (Jedi)
Leia Breaks News
Cantina Band #2
Hive of Villainy
Crash Landing
Battle Lines
Losing Hand





© Lucasfilm Ltd. & ™ or ® as indicated. © LucasArts Entertainment Company LLC. All rights reserved. Used under authorization. 7101802